

Rotating Cube Using Render_Bitmap (16x18)(Draft) On Casio 580

Data (E9E0):

34 7b 31 30 30 d6 84 d1 cc 03 32 30 34 7b 31 30
10 10 10 12 48 98 30 30 02 26 31 30 70 ea 7e 94
30 30 74 89 31 30 24 00 a6 a8 30 30 fc e9 a0 9c
30 30 30 30 30 30 02 26 31 30 05 05 3c 9f 30 30
74 89 31 30 fc e9 a8 9f 30 30 9e 3b 31 30 0c ec
31 30 b8 d7 21 9c 30 30 4a c6 31 30 74 1f 32 30

34 7b 31 30 fc e9 70 ea a8 9f 30 30 d8 39 31 30
42 07 31 30 a8 d7 60 0d 32 30 42 07 31 30 2e d6
60 0d 32 30 30 30 33 30 b0 ec 8e d7 00 00 a8 d7
00 00 00 00 18 00 10 06 10 0e 10 0a 10 0a 10 0a
10 0a 10 0a 10 08 10 08 10 08 10 08 1f fe 00 00
00 00 00 00 00 00 05 00 04 30 0c 06 14 06 24 0c

3c 10 25 e1 04 21 04 21 04 21 07 e1 18 7e 70 23
60 24 07 f0 00 00 00 00 00 80 01 c0 02 a0 08 90
10 88 20 c4 60 c2 51 ee 4e 30 0e 78 11 8d e1 07
81 03 41 01 11 04 09 10 03 40 01 00 00 00 00 00

00 70 03 18 30 f8 27 08 78 08 80 0c 10 04 50 04
48 06 08 72 23 02 20 02 18 03 18 38 09 80 0c 00

00 00 00 00 3f 00 20 0c 3f 84 10 08 10 0c 10 0c
50 0c 50 0c 40 0c 40 0c 40 04 7c 04 7f fc 00 08
00 00 00 00 0e 00 0c c0 14 10 24 06 04 00 46 02
80 82 08 34 10 0c f0 0c b8 08 46 18 41 90 30 70
0c 20 03 20 00 c0 00 00 03 80 09 20 21 10 81 04
80 03 61 0e 31 38 19 e2 87 c2 9b 22 a2 18 c2 04

42 04 22 08 12 20 0a 40 07 00 02 00 00 00 00 c0
e0 38 60 7e 3f e2 10 02 10 02 10 02 50 00 50 00
57 e0 70 10 10 08 30 04 10 70 1e 00 00 00 00 00
00 00 7f f8 60 08 3f f8 00 08 00 08 00 08 00 08
00 08 00 08 00 08 00 08 3f f8 7f f8 00 00 00 00
00 00 00 00 01 60 08 60 c0 50 c0 48 a0 48 98 7c

07 44 04 44 04 64 04 64 0f b4 f4 18 c4 0c 34 0c
0f 80 00 00 00 00 00 00 03 00 06 40 0a 20 12 10
22 04 42 04 65 88 18 f0 9c 72 a3 9a c0 06 80 02
80 04 20 08 00 00 00 c0 01 80 00 00 00 00 00 00
0e 00 18 60 17 0c 10 74 30 0e 20 0a 20 02 20 10

70 14 47 04 40 68 80 28 30 20 07 10 00 70 00 00

00 00 00 00 00 38 7e 08 60 1c 7e 04 00 04 30 04

30 0c 30 0c 30 0c 30 08 30 08 30 3e 3f f8 00 00

00 00 00 00 00 20 00 e0 02 30 18 28 40 20 40 04

40 e2 46 02 38 11 20 0b 30 0f 10 34 18 c2 0f 04

0c 10 04 40 07 00 00 00 00 00 01 80 04 20 08 08

20 02 c0 01 e0 03 18 0d 0d 99 07 71 49 d8 50 86

60 82 20 84 00 88 04 90 02 a0 01 c0 00 00 00 00

06 00 0c 1e 24 06 7f 8e 40 fa 40 0a 40 0a 40 0a

40 02 45 fa 48 1e 10 14 60 18 0c 18 00 d0 00 00

00 00 07 00 0c 70 0c 02 14 06 24 08 2f 91 24 21

24 21 24 21 24 21 0c 21 0f f0 30 3f 30 0c 00 f0

00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

Launcher (D180):

fd 24 30 30 a8 9f 30 30 e0 a0 30 30 da 7b 31 30 fe 02 e0 e9

30 d7 2e d7 32 89 31 30 30 30 74 1f 32 48

Token:

@ 0 0 × @ 0 0 G or 0 0 r cos-1(1 0 cm▶in G ▶Simp

0 % . % 2 LCM(1 0 0 0 √(@ 2 x

Assign hex:

A=1.0000 FD24 9F 20 A0 x10 20

B=1.E9 1F 23

Cre: @quan1333333

File: @vuhoangquan19112 (I Like Casio)